Magnetic
Harvest

PLANET
MASTER

Endangered Intergalactic Species Need Your Help !

We're counting on you to adopt some of the most unusual biological specimens this side of Betelgeuse in PLANETMASTER — a brain-challenging ecological game simulation quite unlike anything you've experienced on Spaceship Earth.

Put yourself in command of a fascinating, terraformed Space Sanctuary Satellite — complete with multiple climates and seasons, unpredictable weather, varying geography and several different types of genetically-engineered, regenerating food vegetation.

Select your animals from a near-infinite host of needy candidates. Teleport them to the orbiting Sanctuary and tend them carefully — ever mindful of predator-prey relationships, climatic influences on metabolism, diet efficiencies, reproductive rates, lifespans, hardiness factors, the threat (or blessing!) of hibernation, and more.

PLANETMASTER lets you use your computer the way it was *meant* to be used. Includes these features:

- Simple one-key menu commands defined on each program screen
- Five skill levels and continuously-updated performance ratings
- Engaging and unusual HIRES specie configuration graphics
- Game replay and save/suspend capabilities
- Copyable, loadable, listable, modifiable and resavable program modules
- Suggestions, instructions, specific variable definitions and key program algorithms to let you experiment with your own simulation parameters
- Detailed user guide containing 'disk' copying instructions, biological and geographical data charts, map, and much more !

PLANETMASTER — a unique challenge for the mind . . . played from the heart and soul.

REQUIRES 48K APPLE*II +, ONE DISK DRIVE (DOS 3.3)

MAGNETIC HARVEST

P.O. BOX 255 • HOPKINS, S.C. 29061 • (803) 783-3151

*Apple is a registered trademark of Apple Computer, inc.

Magnetic
Harvest

PLANET MASTER

Endangered Intergalactic Species Need Your Help !

We're counting on *you* to adopt some of the most unusual biological specimens this side of Betelgeuse in PLANETMASTER — a brain-challenging ecological game simulation quite unlike anything you've experienced on Spaceship Earth.

Put yourself in command of a fascinating, terraformed Space Sanctuary Satellite — complete with multiple climates and seasons, unpredictable weather, varying geography and several different types of genetically-engineered, regenerating food vegetation.

Select your animals from a near-infinite host of needy candidates. Teleport them to the orbiting Sanctuary and tend them carefully — ever mindful of predator-prey relationships, climatic influences on metabolism, diet efficiencies, reproductive rates, lifespans, hardiness factors, the threat (or blessing!) of hibernation, and more.

PLANETMASTER lets you use your computer the way it was *meant* to be used. Includes these features:

- Simple one-key menu commands defined on each program screen
- Five skill levels and continuously-updated performance ratings
- Engaging and unusual HIRES specie configuration graphics
- Game replay and save/suspend capabilities
- Copyable, loadable, listable, modifiable and resavable program modules
- Suggestions, instructions, specific variable definitions and key program algorithms to let you experiment with your own simulation parameters
- Detailed user guide containing disk copying instructions, biological and geographical data charts, map, and much more !

PLANETMASTER — a unique challenge for the mind . . . played from the heart and soul.

REQUIRES 48K APPLE*II +, ONE DISK DRIVE (DOS 3.3)

MAGNETIC HARVEST

P.O. BOX 255 • HOPKINS, S.C. 29061 • (803) 783-3151

*Apple is a registered trademark of Apple Computer, inc.

Magnetic Harvest

PLANET MASTER

BASF
1D
one side /double density
FlexyDisk® 5.25

PLANET MASTER (work copy)

BASF

qualimetric

FlexyDisk®

MAGNETIC HARVEST
P.O. BOX 255
HOPKINS, S.C. 29061
(803) 783-3151
©1983

PLANET MASTER
Serial No. A207

MAGNETIC
HARVEST
P.O. BOX 255
HOPKINS, S.C. 29061
(803) 783-3151
©1983

PLANET
MASTER

Serial No. A207

MAGNETIC
HARVEST
P.O. BOX 255
HOPKINS, S.C. 29061
(803) 783-3151
©1983

PLANET
MASTER
Serial No. A207

40638090

HET
TER

MAGNETIC
HARVEST
P.O. BOX 255
HOPKINS, S.C. 29061
(803) 783-3151
©1983

PLANET
MASTER
Serial No. A207

BASF
1D
one side /double density
FlexyDisk® 5.25

PIANET MASTER (work copy)

BASF

qualimetric

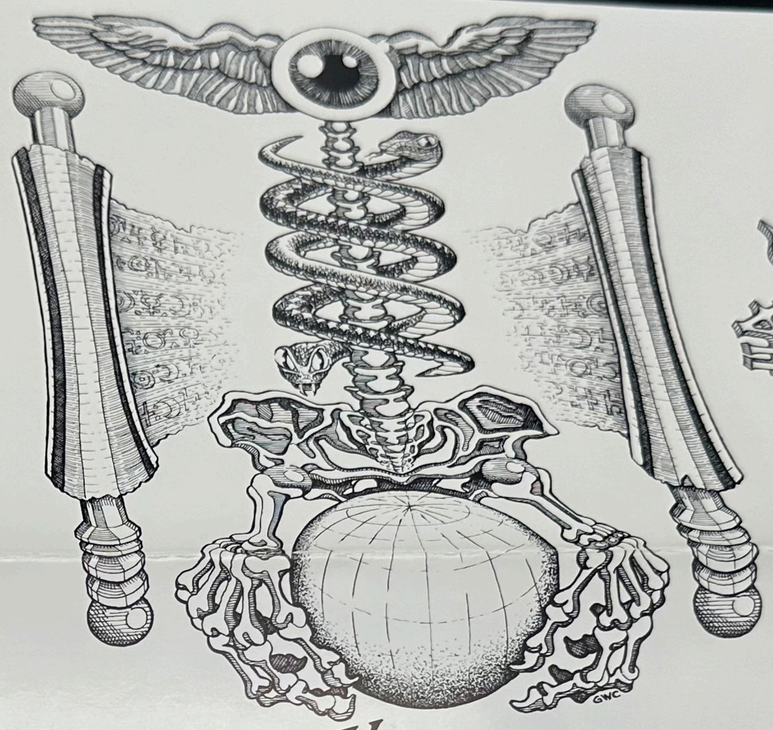
FlexyDisk®

BASF

FlexyDisk

Magnetic Harvest

PLANET MASTER



REALLY

DO YOU KNOW WHO YOU ARE???

Enter the World of GNOSIS VII — a Land where **who you are** depends on **what you know!**

Will you experience gain or loss? Strength or frailty? Honor or disrepute? Grace or damnation? In GNOSIS VII, knowledge is a tool, a skill, a weapon — and the source of all power. But beware! The road to wisdom is fraught with enough hazards and setbacks to challenge even the most persistent Seeker. And, while he's patient, Father Time is **never** cheated . . .

Find out who you **really** are in GNOSIS VII — the ever-renewable, fantasy-based logic puzzle for true adepts and alchemists, savants and saints. Play it fast. Play it slowly. Play it with extra-sensory instincts. Play it with cautious, carefully charted strategy. Play it by astral projection. Play it by the odds. Any way you play it, you'll be amazed at how much fun it can be to live by your wits!

Text, two modes of play, ten difficulty levels. Logo-logsheets and detailed guidebook are included. Call or write for free information.

REQUIRES 48K APPLE* II+ OR //e, ONE DISK DRIVE (DOS 3.3)

GNOSIS VII is available **now** for $19.95 from progressive software dealers, or direct from:

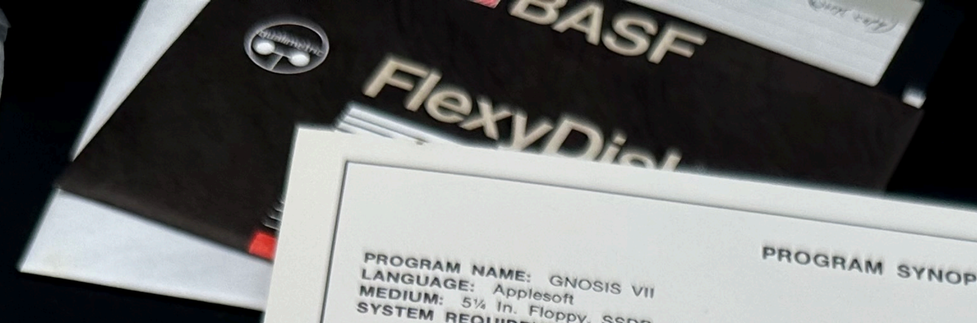
MAGNETIC HARVEST

P. O. BOX 255 • HOPKINS, S. C. 29061 • (803) 783-3151

"Food for thought . . ."

*Apple is a registered trademark of Apple Computer, Inc.

S. C. residents please add 4% State Sales Tax.



PROGRAM SYNOPSIS

PROGRAM NAME: GNOSIS VII
LANGUAGE: Applesoft
MEDIUM: 5¼ In. Floppy, SSDD
SYSTEM REQUIREMENTS: 48K Apple II+ or //e, DOS 3.3

PROGRAM TYPE: Logic Puzzle
PLAYING LEVEL: 12 Yrs. to Adult
TOTAL SIZE: >225 Disk Sectors
PLAYING TIME: 30 to 120 Min.

FEATURES:

- Loadable, listable, modifiable, copyable and saveable program modules
- Two modes of play, five difficulty levels in each mode
- Blank logic charting worksheets included
- Detailed multi-page user guide containing instructions on disk booting and copying, structure and play of the game, and suggestions on playing strategy
- Key variable definitions and program line address information to facilitate user modification and experimentation
- A virtually infinite number of playing combinations — no two games the same

BASIC OVERVIEW: GNOSIS VII is a complex word logic puzzle set within an engaging role-playing scenario. The ultimate game objective is to discover the secret names of seven dynamic "Lords of Power", who are the spiritual and cultural governors of a mythical land called Gnosis. To accomplish this, the player must successfully perform a number of hierarchical, secular tasks: gaining employment, obtaining capital to buy raw materials, learning skills, and creating artifacts which are held in esteem by the seven principalities within Gnosis. The religion, economy and culture of each principality reflect the Lords honored there. These change, as the influencing Lords move randomly from principality to principality. The key to successful play lies in uncovering, piece by piece, the unseen connections between the spiritual and corporeal aspects of the game. Valuable bits of information are gained as a result of each game transaction. The chances for successful transactions increase as more information is gleaned. Good playing strategies involve a keen sense of deductive reasoning, clearly defined objectives, and careful observation and note-taking. Various hazards are encountered during the game: warfare, illness, highwaymen, evil emanations. The impact of each hazard depends upon the player's status and current store of knowledge. The ultimate hazard is old age and death — at which time a player's achievements are analyzed and scored.

LEARNING EXPERIENCES: GNOSIS VII simulates the interplay of common human aspirations within a larger sociological, religious and philosophical framework. In the land of Gnosis, as in the real world around us, every goal-directed behavior is regulated by larger forces whose identity, patterns and operating laws are initially unknown. The strategies one adopts in dealing with this situation in a gaming mode can reveal much about one's inner world-model and value system. GNOSIS VII can also be a useful tool in promoting an understanding of logical deduction, probability theory, information hierarchies and prerequisites, goal-setting, and problem-solving strategies — some of the very concepts and talents necessary to support true computer literacy. Much more importantly, the game inculcates higher human and cultural values. Achieving game objectives requires the player to emulate productive social activities, to display a generous nature, to be persistent in the face of difficulty, and to respect and work within established institutional constraints.

ORDERING INFORMATION: GNOSIS VII is available for $19.95 at your local software dealer or direct from Magnetic Harvest. Disk booting and integrity of medium are fully guaranteed. Full user support is one of our basic commitments. Dealer inquiries are invited.

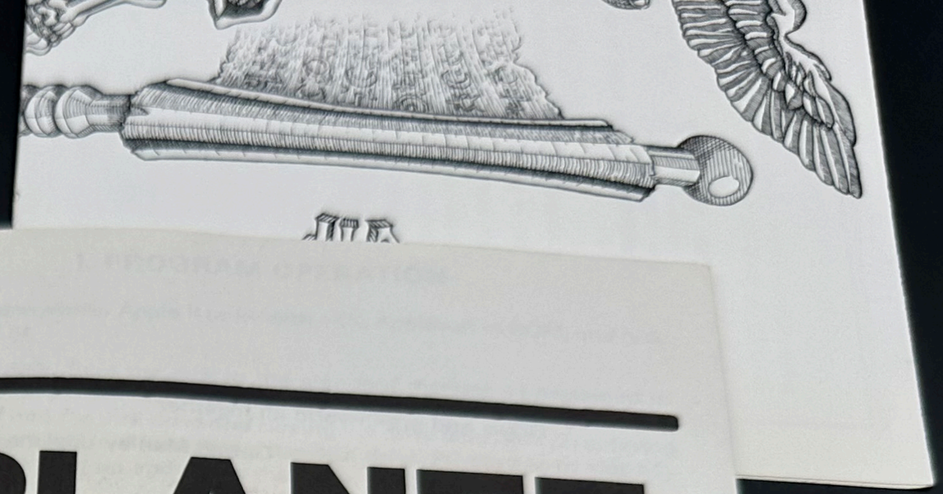
MAGNETIC HARVEST

P. O. BOX 255 • HOPKINS, S. C. 29061 • (803) 783-3151

"Food for thought . . ."

GNOSIS VII program and documentation are Copyright 1983 by Magnetic Harvest. Apple and Applesoft are registered trademarks of Apple Computer, Inc.

S. C. residents please add 4% State Sales Tax to orders.



PLANET MASTER

MAGNETIC HARVEST

P.O. BOX 255 • HOPKINS, S.C. 29061 • (803) 783-3151

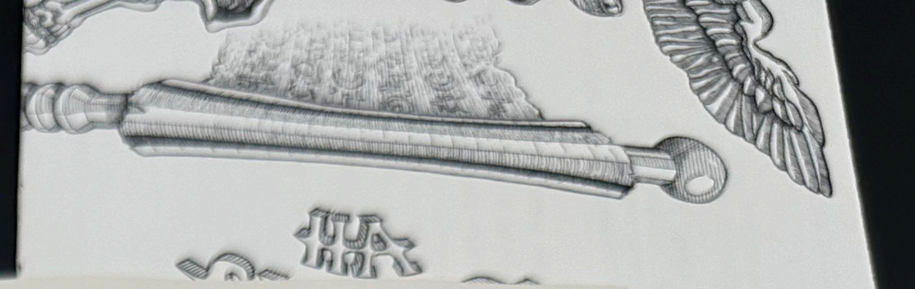
"Flesh and fleece, fur and feather,
Grass and greenworld all together . . ."

—Gerald Manley Hopkins

Copyright ©1983 by Magnetic Harvest. All rights reserved. No part of this book may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photo copying, recording or by any information storage or retrieval system without written permission from the publisher.

First printing: March 1983

PLANETMASTER program and documentation Copyright 1983 Magnetic Harvest.
Apple II, Apple II+ and Applesoft are registered trademarks of Apple Computer, Inc.
"Apple II: The DOS Manual" is Copyright 1981 Apple Computer, Inc.



I. PROGRAM OPERATION

System requirements. Apple II or II+ with 48K, Applesoft in ROM, one disk drive (DOS 3.3).

Booting the disk. Boot the disk in the standard manner as explained in "Apple II: The DOS Manual". This is normally done by (1) inserting the disk, label up, fully into the disk drive and closing the drive door, and (2) entering PR#6 from the keyboard (assuming the disk drive PC card is in slot #6). Booting the disk sets up and starts the game programs.

Copying the disk. This disk is not copy-protected. You are strongly urged to make your own backup copy as the first order of business. Use the Apple System Master program FID to do this. Refer to the Apple DOS manual for instructions. This game disk may be CATALOG'd (on a booted system) in the normal manner. Use the following procedure to copy it:

(1) After booting DOS on your Apple by PR#6-ing another initialized disk — the Apple System Master is OK for this — insert the PLANETMASTER disk into the drive.
(2) Enter LOAD HELLO and RETURN. Wait for the drive to quit.
(3) Remove the PLANETMASTER disk and insert the fresh disk you are copying onto. Make sure there are no other programs on this disk which you want to retain!
(4) Enter INIT HELLO and RETURN. Wait until the disk drive quits.
(5) Remove the copy disk and insert the Apple System Master disk.
(6) Enter BRUN FID and RETURN.
(7) Follow the instructions and prompts given by the FID program. The PLANETMASTER disk is the "source disk" and your own disk copy is the "destination disk". A normal one-drive system uses "slot 6" and "drive 1" for both source and destination disks. The individual PLANETMASTER programs which you will be copying are as follows.

TITLE	START
INTROA	MAIN5
MAIN5A	CRITTERS
SAVE	CHAIN
LOGO SHAPES	FILIN L836
SHAPE ALPHABET	FINALE L894

IMPORTANT NOTE: The PLANETMASTER disk is not write-protected. This is because numerous binary and text files are generated and written to the disk during the course of the game. Do not put a write-protect tab on your copy.

Entering game information. All player inputs and options are clearly defined on each one of the more than 50 game screens. The game is paced entirely by the player. All inputs are simple one-key commands. Just follow

of bearing young. Birth takes place in Season 1, regardless of the hemisphere occupied. As mentioned earlier, the birth rate is also influenced by the diet efficiency enjoyed during the birth season. It should be noted that population losses from starvation and natural events are taken before reproduction occurs.

Lifespan. The lifespan of a specie is likewise influenced by size. Larger species live longer than do smaller ones. Lifespan is also affected by diet. Losses from natural causes occur every season. Approximate seasonal losses can be figured by dividing the season's starting population by the lifespan times 4.

Appearance. The physical configurations of species vary greatly. Frontal and temporal views of a typical specimen's cranium are available for supplemental identification purposes.

Hibernation. A specie may go into hibernation if the actual temperature of its current zone is high enough or low enough, compared to its normal or optimum temperature. A specie's hardiness index also affects how readily this will happen; for example, a specie with a low index (less than 1.0) will hibernate quicker than one with a larger index. Animals do not eat when hibernating — but they can still be eaten by predators.

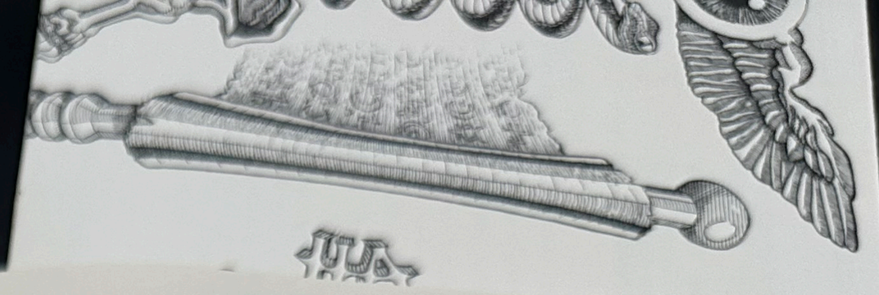
Demographics. Population statistics may be accessed at any time. The percent population change from the preceding season may be reviewed. A record of the starting populations is maintained. Also available is a stacked bar chart showing the relative population of each specie to the total satellite population, for the last 5 years. This shows long-term trends and the relative makeup of the overall population over this period of time.

Miscellaneous. Appendix D lists the various biological characteristics and range of characteristic values which might be exhibited by the entire continuum of endangered intergalactic species.

VIII. PLAYING PERFORMANCE

A performance rating is given for every season played, along with a cumulative rating. This performance rating is a measure of how well the aspiring Planetmaster handled the game scenario, compared to the best possible outcome of each seasonal cycle. A rating of 85% or better with no extinct species indicates successful play at the chosen level.

The game length may be arbitrarily established by the player. A duration of five years is usually a sufficient test of player ability.



APPENDIX A

ZONE CLIMATE CHARACTERISTICS

ZONE	AREA (KM²)	RAINFALL (IN.) Season 1	2	3	4	LIGHT INDEX Season 1	2	3	4	TEMPERATURE (°C) Season 1	2	3	4	
1	1000	0.9 0.7 0.5	5.0 4.0 3.0	3.7 3.0 2.2	0.9 0.7 0.5	2.5 2.0 1.5	3.7 3.0 2.2	2.5 2.0 1.5	1.2 1.0 0.7	-11.2 -15.0 -18.7	5.0 4.0 3.0	-3.7 -5.0 -6.2	-16.5 -22.0 -27.5	HI NORM LO
2	900	16.2 13.0 9.7	36.2 29.0 21.7	35.0 28.0 21.0	10.0 8.0 6.0	10.0 8.0 6.0	11.2 9.0 6.7	10.0 8.0 6.0	8.7 7.0 5.2	36.2 29.0 21.7	33.7 27.0 20.2	33.7 27.0 20.2	35.0 28.0 21.0	HI NORM LO
3	600	11.8 9.5 7.1	13.1 10.5 7.8	8.7 7.0 5.2	6.8 5.5 4.1	6.2 5.0 3.7	7.5 6.0 4.5	6.2 5.0 3.7	5.0 4.0 3.0	11.2 9.0 6.7	30.0 24.0 18.0	15.0 12.0 9.0	-1.5 -2.0 -2.5	HI NORM LO
4	500	6.8 5.5 4.1	10.0 8.0 6.0	10.0 8.0 6.0	7.5 6.0 4.5	7.5 6.0 4.5	8.7 7.0 5.2	7.5 6.0 4.5	6.2 5.0 3.7	11.2 9.0 6.7	21.2 17.0 12.7	13.7 11.0 8.2	3.7 3.0 2.2	HI NORM LO
5	700	17.5 14.0 10.5	22.5 18.0 13.5	27.5 22.0 16.5	8.7 7.0 5.2	8.7 7.0 5.2	10.0 8.0 6.0	8.7 7.0 5.2	7.5 6.0 4.5	15.0 12.0 9.0	30.0 24.0 18.0	22.5 18.0 13.5	5.0 4.0 3.0	HI NORM LO
6	800	1.8 1.5 1.1	11.2 9.0 6.7	3.7 3.0 2.2	1.2 1.0 0.7	11.2 9.0 6.7	12.5 10.0 7.5	11.2 9.0 6.7	10.0 8.0 6.0	33.7 27.0 20.2	38.7 31.0 23.2	31.2 25.0 18.7	22.5 18.0 13.5	HI NORM LO
7	500	2.5 2.0 1.5	4.3 3.5 2.6	5.6 4.5 3.3	2.5 2.0 1.5	6.2 5.0 3.7	5.0 4.0 3.0	6.2 5.0 3.7	7.5 6.0 4.5	16.2 13.0 9.7	2.5 2.0 1.5	13.7 11.0 8.2	28.7 23.0 17.2	HI NORM LO
8	600	1.2 1.0 0.7	1.5 1.2 0.9	1.2 1.0 0.7	1.8 1.5 1.1	7.5 6.0 4.5	6.2 5.0 3.7	7.5 6.0 4.5	8.7 7.0 5.2	23.7 19.0 14.2	10.0 8.0 6.0	21.2 17.0 12.7	37.5 30.0 22.5	HI NORM LO
9	900	0.0 0.0 0.0	0.0 0.0 0.0	0.6 0.5 0.3	0.3 0.2 0.1	12.5 10.0 7.5	12.5 10.0 7.5	12.5 10.0 7.5	12.5 10.0 7.5	35.0 28.0 21.0	21.2 17.0 12.7	32.5 26.0 19.5	41.2 33.0 24.7	HI NORM LO
10	800	36.2 29.0 21.7	7.5 6.0 4.5	5.0 4.0 3.0	12.5 10.0 7.5	11.2 9.0 6.7	10.0 8.0 6.0	11.2 9.0 6.7	12.5 10.0 7.5	36.2 29.0 21.7	30.0 24.0 18.0	36.2 29.0 21.7	38.7 31.0 23.2	HI NORM LO
11	700	6.2 5.0 3.7	10.0 8.0 6.0	5.0 4.0 3.0	0.6 0.5 0.3	8.7 7.0 5.2	7.5 6.0 4.5	8.7 7.0 5.2	10.0 8.0 6.0	23.7 19.0 14.2	15.0 12.0 9.0	20.0 16.0 12.0	30.0 24.0 18.0	HI NORM LO
12	1000	3.7 3.0 2.2	3.1 2.5 1.8	2.5 2.0 1.5	7.5 6.0 4.5	2.5 2.0 1.5	1.2 1.0 0.7	2.5 2.0 1.5	3.7 3.0 2.2	-7.5 -10.0 -12.5	-30.0 -40.0 -50.0	-6.7 -9.0 -11.2	21.2 17.0 12.7	HI NORM LO

NOTE: On the program Zone Information screen, the "norm" climate values are given for the coming season; "current" climate values are given for the season just ended. Note that "rainfall" and "light index" operate as an inverse tandem; i.e., as seasonal rainfall goes up, the light index goes down by a proportional amount.